CURRICULUM OUTLINE PRE-READER EXPRESS

A Guide for Pre-Reader Express Curriculum

PRE-READER EXPRESS

4-8 YEARS

MODULE 1

UNIT 1	**SEQUENCING**

➢ **LESSON 1: Learn to Drag and Drop**

○ **DESCRIPTION**: This skill-building lesson will give students an idea of what to expect when they head to the computer lab. It begins with a brief discussion introducing them to computer lab manners, then they will progress into using a computer to complete online puzzles.

■ Skill Building

➢ **LESSON 3: Programming with Angry Birds**

○ **DESCRIPTION:** In this skill-building lesson, students will continue to develop sequential algorithms.

■ Skill Building
■ Challenge
■ Practice

➢ **LESSON 2: Sequencing with Scrat**

○ **DESCRIPTION:** In this skill-building lesson, students will develop sequential algorithms to move a squirrel character from one side of a maze to the acorn at the other side. To do this they will stack code blocks together in a linear sequence.

■ Video: Programming with Blocks
■ Skill Building

➢ **LESSON 4: Programming with Rey and BB-8**

○ **DESCRIPTION:** In this skill-building lesson, students will use their newfound programming skills in more complicated ways to navigate a tricky course with BB-8.

■ Video: Programming with Rey and BB-8
■ Skill Building
■ Challenge
■ Practice

MODULE 1

➢ **LESSON 5: Programming with Harvester**

   ○   **DESCRIPTION**: In this skill-building lesson, students will apply the programming concepts that they have learned to the Harvester environment. Students will continue to develop sequential algorithm skills and start using the debugging process.

- Video: The Harvester
- Skill Building
- Video: Debugging with the Step Button
- Skill Building
- Challenge
- Practice

MODULE 1

UNIT 2	LOOPS

➢ **LESSON 1: Loops with Scrat**

   ○ **DESCRIPTION**: In this skill-building lesson, students will practice the concept of loops in programming puzzles where the goal is to help the squirrel reach the acorn.

   - Skill Building
   - Video: Ice Age Loops
   - Skill Building
   - Challenge
   - Practice

➢ **LESSON 3: Ocean Scene with Loops**

   ○ **DESCRIPTION:** In this skill-building lesson, students learn to draw images by looping simple sequences of instructions. Here, loops are creating patterns. At the end of this lesson, students will be given the opportunity to create their own images.

   - Video: The Artist in Code Studio
   - Skill Building
   - Video: Loops in Artist
   - Skill Building
   - Challenge
   - Practice
   - Free Play

➢ **LESSON 2: Loops with Laurel**

   ○ **DESCRIPTION:** In this lesson, students continue learning the concept of loops. Here, Laurel the Adventurer uses loops to collect treasure in open cave spaces. A new get treasure block is introduced to help her on her journey.

   - Video: The Collector
   - Skill Building
   - Video: Using the Repeat Block
   - Skill Building
   - Challenge
   - Practice

➢ **LESSON 4: Drawing Gardens with Loops**

   ○ **DESCRIPTION:** In this skill-building lesson, students learn to draw images by looping simple sequences of instructions. Here, students use loops to create patterns. At the end of this lesson, students will be given the opportunity to create their own images.

   - Skill Building
   - Challenge
   - Practice
   - Free Play

MODULE 1

UNIT 3   **EVENTS**

➢ **LESSON 1: On the Move with Events**

   ○ **DESCRIPTION**: In this mini-project, students will have the opportunity to learn how to use events in Play Lab and to apply all of the coding skills they've learned to create an animated game. It's time to get creative and make a story in the Play Lab!

      ■ Video: Introduction to Play Lab
      ■ Free Play
      ■ Practice
      ■ Mini-project: Jorge the Dog

➢ **LESSON 2: A Royal Battle with Events**

   ○ **DESCRIPTION:** In this mini-project, students will have the opportunity to learn how to use events in Play Lab and apply all of the coding skills that they've learned to create an animated game.

      ■ Mini-Project: Royal Battle
      ■ Free Play